



SORA ESMA'S CART OF RELIQUARIES

150 TRINKETS FROM
EBERRON'S FAITHS



INTRODUCTION

I have completed your task.” The scholar gestured towards the large Lamannian acorn. The old hobgoblin beamed and opened a wooden case to reveal a shimmering token. “Then the Feather of Ixliztli is yours.”

White eyes went wide, observing the scintillating couatl feather. “You have no idea what this means to me!” he marveled as he lifted the gift from the coffer.

“Actually, Alarin Avamore, I know exactly what it means. The feather will only abide the touch of those Ixliztli deems worthy...”

Faith takes many forms in the world of Eberron. Although the gods are distant, characters can be fueled by the passions that they have for their faith, or shaped by it. Holy warriors dedicate their deeds to their Sovereigns, keepers of the natural order maintain druidic traditions that have lasted for thousands of years, manipulative fiends use deception and guile to move their followers like Conqueror pieces, and some even find the divinity within, eschewing rites and mainstays of other religions to seek power from themselves instead of relying upon immortals and deities to provide.

Sora Esma bends her knee to no deity, she has trafficked with shrewd fiends, pious celestials, and powerful immortals alike. However, she recognizes the power that faith holds for others, and she has had a long time to add religious artifacts to her collection of wares.

Characters may meet Sora Esma in mystical groves, ruined temples, or even common places of worship. The crone peddles her wares to priests and cultists, offering tokens and baubles in exchange for all sorts of equal trinkets or favors. If characters have met Sora Esma before, she speaks of deeds that have transpired since their last meeting with a prophet’s knowledge, and suggests that something from her cart might just be what is needed to face perils ahead.

Trinkets may be acquired from Sora Esma by chance or design, or a DM may allow a character to roll for a trinket of their faith at character creation instead the trinkets presented in the *Player’s Handbook* and *Eberron: Rising from the Last War*.

For other Eberron trinkets from Sora Esma, see [Sora Esma’s Cart of Wonders](#) and [Sora Esma’s Cart of Otherworldly Wares](#) (available on the Dungeon Master’s Guild).

THE HERETICAL SAGE

Even in matters of faith, Sora Esma strives to be a neutral party. She is familiar with many customs of the world, and her affinities have granted her many unique opportunities. Esma has acted as Witness to bickering troll moots, and stories say she has been an infrequent guest at Flamekeep. The peddler keeps her own beliefs to herself, though like many nomads she freely pays homage to the many names of the Traveler. Characters may seek out Sora Esma to learn unconventional truths to certain faiths or beseech her aid in tracking down long forgotten relics and holy talismans.

APPEARANCE

Years of wisdom have stooped the hobgoblin crone as if her knowledge was a physical burden to bear. Her skin is the orange of Dol Arrah’s sunset, and gray whiskers grace her chin that would rival the finest silver of the church of the Flame. Her emerald eye gleams like a Greensinger’s fable- her other lost to a curse of long ago.

Sora Esma is often seen in humble traveler’s garments, sturdy but worn from her many travels. A shawl of threaded dew graces her shoulders. The Mythweaver often sports talismans and banners of the faiths of the lands she treads, tokens of safe passage and wards against undue slight.

Ever with her is a weathered barrow cart, overladen with keepsakes and collectibles from her trades and tales. More than any temple or shrine, the cart is sacred to the crone and is invested with much of her power and grace.



STATISTICS

Sora Esma is a grandmother green hag (*Volo's Guide to Monsters*, page 52) who practices artifice (*Eberron: Rising from the Last War*) and weird magic to enchant and create many of her items. When Sora Esma is part of a hag coven, she focuses on the Nature and Prophecy Alternate Coven Spells. A coven with Sora Esma as a member also has access to *compulsion*, *conjure woodland beings*, *contact other plane*, and *Tasha's hideous laughter*.

SORA ESMA'S LAIR

Sora Esma's two-wheeled horse cart drives itself and doubles as the hag's lair. As long as Sora Esma is within a mile of her cart, she has access to Lair Actions. On initiative count 20 (losing initiative ties), Sora Esma can take a lair action to cause one of the following effects, but can't use the same effect two rounds in a row:

Whirlwind of Junk. Sora Esma creates a cyclone of the items from her cart in a 40-foot high, 20-foot radius cylinder centered on the cart. The effect lasts until initiative count 20 on the next round. The whirlwind lightly obscures every creature in the area for the duration. A creature that enters the whirlwind for the first time on its turn or starts its turn there must make a DC 15 Constitution saving throw, taking 1d6 bludgeoning damage on a failure as it is battered by junk.

Witch's Switch. A dusty broom answers Sora Esma's call. Until initiative count of 20 on the next round, Sora Esma has a fly speed of 120'.

Everything Must Go! In a panic, Sora Esma can clap her hands and teleport herself, her cart, and any items not traded away to a location of her choice. She cannot use this lair action again until a different moon becomes full in the sky.

SORA ESMA

Medium fey, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	15 (+2)	14 (+2)	18 (+4)

Skills Arcana +6, Deception +12, History +6, Insight +10, Perception +6, Stealth +6

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 16

Languages Common, Draconic, Goblin, Sylvan

Challenge 10 (5,900 XP)

Amphibious. Sora Esma can breathe air and water.

Hag Coven. When hags must work together, they form covens, in spite of their selfish natures. A coven is made up of hags of any type, all of whom are equals within the group. However, each of the hags continues to desire more personal power.

A coven consists of three hags so that any arguments between two hags can be settled by the third. If more than three hags ever come together, as might happen if two covens come into conflict, the result is usually chaos.

Innate Spellcasting. Sora Esma's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*, *sanctuary* (self only), *vicious mockery* (17th level)

3/day each: *eyebite*, *mental prison*, *polymorph*

1/day each: *feblemind*, *forcecage*, *maze*

1/month: *imprisonment*

Legendary Resistance (3/day). If Sora Esma fails a saving throw, she can choose to succeed instead.

Mimicry. Sora Esma can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Nereid's Shawl. Bestowed to Sora Esma as a gift, this silky shawl grants Sora Esma the ability to comprehend and verbally communicate with beasts, and to cast the *water breathing* spell three times per day.

ACTIONS

Multiattack. Sora Esma makes two claw attacks.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Illusory Appearance. Sora Esma covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if she takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, Sora Esma could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. Sora Esma magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

Sora Esma's Extradimensional Catalogue. Sora Esma can draw a magical item from her bag. The number of items that she can withdraw per day depends on their rarity. Her bag is magical, and only she can draw an item from it. She can never be magically compelled to draw an item.

At will: Common
3/day: Uncommon
1/day: Rare
1/week: Very Rare
1/year: Legendary

LEGENDARY ACTIONS

Sora Esma, as a grandmother green hag, can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sora Esma regains spent legendary actions at the start of its turn.

Cackle. Sora Esma casts *vicious mockery*.

Claw. Sora Esma makes a Claw attack.

Walk Unseen. Sora Esma uses her Invisible Passage action.

REGIONAL INFLUENCE

When Esma spends too long in one spot, the effects of her cart seep into the land. The region within 1 mile of the grandmother hag's lair creates the following effects:

- The region takes twice as long as normal to traverse, unless a creature is making their way towards the cart, in which case traveling time and distance is halved.
- Strange laughter sounding like goblin children and eerie music pervades the silence.

PERSONALITY

Sora Esma is kind and grandmotherly, and treats everyone she meets with fondness and familiarity whether they be Cardinal or Chosen, Talon or Prophet. Her love of story and lore is matched by her fascination and talent for trade. Coin means little to her, the faces of important monarchs change on coins, but a memory or a tale sweetens any bargain and grows in value in each retelling. Sora Esma is often cryptic or elusive, but she generally means well. Her memory is a long road, and she is known to hoard grudges worse than a dragon to gold if her ire is raised.

WARES

The practice of artifice has been a tool of Sora Esma's trade for decades. As often as she trades for esoteric items, she also imbues baubles and collected bits with strange delightful magics. She is no Cannith tinkerer nor struggling magewright, her weird gifts manifest with the wonder and whimsy of Thelanis—every item Sora Esma barter or creates has a story of its own.

Sora Esma has accumulated her collection over many years and her knowledge of such baubles is vast. Characters may roll once for each trade with Sora Esma, or with DM permission, a character can roll for or choose one of these religious trinkets at character creation.

Characters may roll upon any table during a bargain.

SORA ESMA'S CART

d20 Trinket

- 1 A string of large wooden beads inscribed with Giant runes that spell out the phrase *Rushemé*
- 2 A twisted crown set with Khyber dragonshard marbles like eyes on ten intertwining stalks; the stalks turn in unison to watch things randomly
- 3 Made of stone, this medallion has a carving similar to a warforged ghulra that glows
- 4 A mummified tiger paw whose fingers bend backward
- 5 A scorched feather from a radiant idol that hisses like steam
- 6 Costume rainbow wings for a pet snake
- 7 A tiny animated scorpion composed of shadow (cannot attack)
- 8 A lantern whose flame burns silver but casts long haunting shadows
- 9 A leather vest sized for a kobold and covered in Draconic runes; it shines with the light of whatever moon's is full at night
- 10 A portrait of Loremaster Dorius ir'Korran; the portrait is animated and the gnome is not always visible in the picture
- 11 A scroll that recounts the death of an elderly priest; two years hence, it is penned by "The Bloody Scribe"
- 12 Two throwing stars in the shapes of the Six's Hexagram and Sovereign's Octogram
- 13 A silver bell blessed by Tira Miron; true evil cannot stand its ringing
- 14 An inky black holy symbol of the Devourer, forged in the darkest part of the Amaranthine City
- 15 This hobgoblin idol slowly teaches its holder an ancient Dhakaani song
- 16 A painting in Khyber dust on black velvet, depicting a skeletal dragon hoarding over a vault of shards
- 17 A fingerbone of an accomplished liar held within a vial of tears from a truthful gnome
- 18 A torn piece of parchment alluding to some heresy called the Bells of Two Keepers
- 19 A wanted poster of William Scarlock the Displacer, a member of the Shadows of the Forest
- 20 An iron bell that seems harmless, but those pure of heart cannot bear its tone



THE BLOOD OF VOL

d10 Trinket

- 1 A hand mirror that reflects undead as they appeared in life
- 2 A vial of blood that glows in proximity to relatives of the donor
- 3 A wire-wrapped vampire fang fashioned into a ring, with the words "Forgive me" carved into the fang
- 4 An hourglass filled with mummy rot dust that slowly counts out a day
- 5 A crimson necklace forged from blood-iron
- 6 A shred of a bloodsail that flutters without a breeze
- 7 A darkwood plaque depicting a tree; placing a drop of blood on it shows images of the donor's immediate family
- 8 A Blood of Vol holy symbol that glows with the conviction of its bearer
- 9 A chalice used for the Bloodtouched Rite that keeps blood within it fresh
- 10 A bundle of scrolls that contain tenets written by a creature wielding the once-lich's *Nightclaw*



CULTS OF THE DRAGON BELOW

d12 Trinket

- 1 A tiny animated Khyber shard figurine of a crude dolgrim that perpetually marches
- 2 A three-fingered orc hand that has been dipped in byeshk
- 3 A glowing red dagger whose blood groove is filled with Khyber shard dust
- 4 A scroll written in cryptic Infernal; the message changes whenever it is close to someone who is violently angry
- 5 A blanket made of gibbering moulder hide that murmurs softly and soothingly
- 6 An orb containing a twitching illithid tentacle
- 7 A veil made from thousands of flying insect wings that grants its wearer a voice in stereo
- 8 A bracer formed from living protoplasm with Kyrzin motifs slithering across the surface
- 9 A tome containing the wisdom of an orc *jhorkaanta*, written on their own flesh and penned in their blood, that whispers its secrets in Orc
- 10 The staff of Nola Turaash, made from the preserved arm of a choker
- 11 A shard of Shae Taral crystal that reflects unknown colors
- 12 A ring of narstone that turns the hand that wears it backwards without injury



THE DARK SIX

d12 Trinket

- 1 A scroll depicting martial techniques penned on gnome skin
- 2 A hand puppet of Shargon as a fearsome dragon turtle, whose cloth tongue emits a roar when pressed
- 3 A tome that appears blank but is legible in shadows and darkness
- 4 A diadem set with an Eberron shard that makes the wearer's eyes crackle with flames when they are furious
- 5 A dusty traveling cloak that unfolds into a single-person tent
- 6 A copper coin whose cameo changes from normal to ghoulish as the coin is flipped or spun
- 7 A hangman's noose made of trollgut
- 8 Boots made of displacer beast hide that leave backwards footprints
- 9 A shipwreck in a bottle with a storm raging within
- 10 A red-hot ring forged from tangible ferocity
- 11 When worn among crowds, this earring of serpentine whispers to its wearer a secret of someone in the surrounding throng
- 12 The symbol of Dol Azur hangs from this necklace made of sundered wedding bands



DROW FAITHS

d10 Trinket

- 1 An elven skull inlaid with runes of shadow that emits darkness as a candle emits dim light
- 2 A dagger sheath made from white scorpion chitin; blades drawn from glisten briefly
- 3 A pair of firebrass rings that glow red hot when close to each other
- 4 A crossbow bolt made of blood glass that screams when fired
- 5 Gloves trimmed in prismatic tlixin bird feathers
- 6 A splinter of a Siberys shard that is perpetually wreathed in black lightning
- 7 A ceremonial dress that appears to be forever smoldering
- 8 This leopard-skin cloak, a Gyrderi relic, bestows glimpses of ancient life in the jungle to whoever dons it
- 9 A ceramic urn filled with scorpion claws
- 10 Totem of the Rainbow Rat, this hliska skull changes colors randomly



DRUIDIC SECTS

d12 Trinket

- 1 An ornate cactus rainstick filled with thunder-lizard teeth
- 2 Half of a broken stone tablet that displays part of a map created by acid drippings
- 3 A sickle made from the jaw of a horrid wolf that howls when it strikes
- 4 A small basket woven from greatpine needles whose contents never freeze
- 5 A crude crown composed of broken wands that makes ash motes float around its bearer
- 6 A belt that causes floating leaves to circle the wearer, the type of leaf changing with the seasons
- 7 A jug of earthy honey wine that refills every solstice and equinox
- 8 A black acorn with white marks resembling a skull, infused with Mabaran energies
- 9 A green leaf brooch superimposed with a thirteen-pointed star
- 10 A bracelet made of interwoven horse and elf hair, the wearer finds wild steeds easier to saddle break
- 11 This slab of stone depicts an iredar cave painting with animated dragons dancing across it
- 12 An everblooming orchid grown from a landforged walker that produces multicolored dew



KEEPERS OF THE PAST

d6 Trinket

- 1 A ceremonial scimitar engraved with images of a Jaeldira dance
- 2 In battle, this zaelta veil summons a ghostly visage of its patron around the wearer
- 3 An immaculate revenant blade cloak that has been handed down throughout the centuries
- 4 A sundered *zaelshin tu* reliquary of a great Valenar hero that pulses with light, the pulse increasing if it ever comes closer to its other lost pieces
- 5 A braided rope of Valenar horsehair culled from generations of steeds
- 6 Rusted manacles that, when their wearer trances, grant a vision of a towering giant being felled

THE PATH OF INSPIRATION

d6 Trinket

- 1 Ashes of a wizard's spellbook, slowly swirling in a glass urn
- 2 A feasting bowl made from quori celestine
- 3 A black robe embroidered with a *rendesa* motif
- 4 A ring that turns invisible when worn, stamped with the seal of Riedra
- 5 An ovoid crystal necklace shaped like a *hanbalani altas* that hums during the Feast of the Founding
- 6 A set of painted wooden nesting dolls; the outer shell is a fish, then an oni, a human, a changeling, a Chosen, with a slitted marble eye at its center



THE PATH OF LIGHT

d8 Trinket

- 1 An intricate Altsen prayer rug, woven with strands of glowing light
- 2 A swooping headband studded with small Siberys dragonshards
- 3 A broken prism of quartz on a tarnished silver chain, once belonging to a fallen lightspeaker
- 4 An ornate bracelet set with sixty-seven different marbles that glow at odd intervals, except one is cracked and blackened.
- 5 A strand of meditation beads that muffle sounds around you when you focus
- 6 Padded gloves that shine blue and cast no shadow
- 7 A dream shard that recounts the trials of a Pyrinean Labyrinth
- 8 A ceremonial Path of Shadows dancing outfit that glows brighter at the completion of a dance

SEREN DRAGON CULTS

d10 Trinket

- 1 Wind chimes of fulgurites made from dragonbreath
- 2 Boots fashioned by followers of the Path of the Elemental Masters, which leave wet footprints wherever they tread
- 3 An impressive blue cowl of the Stormwalker tribe, which makes harmless sparks dance around the eyes of the wearer
- 4 A hefty tome penned in Draconic, filled with jokes of a copper dragon collected over centuries
- 5 A metallic astrolabe that tracks the lunar paths of Eberon
- 6 A tome that has been heavily scrawled in with the repeating phrase "Twice Scaled" in Draconic
- 7 A small wooden dragon totem carved in the likeness of a white dragon
- 8 A circular blanket depicting the constellation of Chronopsis, the eye set with a twinkling dragonshard
- 9 A recipe for alchemist's frost from the Frostblades
- 10 A Caustic Trickster copper harlequin outfit that surrounds the wearer with sounds of rattling bones

THE SILVER FLAME

d12 Trinket

- 1 Three braids of fiend hair that eternally smolder with embers
- 2 A handful of iron buttons forged in silverburn fire
- 3 A miniature flying stained-glass coatl figure
- 4 A shulassakar fang that attracts serpents to its bearer
- 5 An arrowhead tipped in silver that never tarnishes or dulls
- 6 A chapbook with adages written by Traelyn Ghelios
- 7 A plush toy dragonhound
- 8 A Kree-Flamic lantern that only stays lit while held by a shifter
- 9 A mummified wererat paw that scratches in the presence of known traitors
- 10 A Ghaash'kala pendulum crafted from night hag hair and horn, said to help navigate the Labyrinth
- 11 Robes of a Kalok Shash malaan priest, branded with dozens of clan symbols
- 12 The silver tabard of a heroic Templar Knight



THE SOVEREIGN HOST

d12 Trinket

- 1 An iron key emblazoned with the Kundarak seal and the symbol of Kol Korran
- 2 A lustrous spellbook stamped with Aureon's symbol on the spine, its pages emitting a golden glow as they are opened
- 3 An Octogram in orange and grey forged of copper and iron, always hot to the touch
- 4 A hunting horn made from tribex horn that summons a spectral hound when blown
- 5 A doll made from bound stalks of wheat that smells like freshly baked bread
- 6 A pair of stone wedding rings that cannot be broken while the union lasts
- 7 A helmet set with a Siberys shard that illuminates at dawn
- 8 A three-dragon ante Queen card depicting Mishaan; tapping the back of the card eight times changes it to the Fool
- 9 Steel cuffs that roar like a lion when clinked together by their wearer
- 10 Emblazoned with Dol Dorn's symbol, this dagger sheath unexpectedly fits a shortsword or longsword
- 11 This Kol Korran binding cord glows gold when two handfasted creatures enter a willing accord
- 12 A giant sickle of Rowa, said to bless the first harvest it reaps

THE UNDYING COURT

d8 Trinket

- 1 A gilded mask that alters your voice to resemble that of its ancestral likeness
- 2 A mordi-ellen wand that pulses with radiance
- 3 A broken spirit idol that whispers "The Sulat crucible is the answer" in Elvish
- 4 The tooth of a baboon that projects an image of a smiling elf-child when held
- 5 An eternally blooming dead flower from Taernas Reul
- 6 Ethereal white robes of a soungal made of wisps and mist
- 7 A helm of the Deathguard that shines when its bearer destroys an undead
- 8 A piece of spellshard containing a fragment of one of the prophet Aeren's visions

WARFORGED MYSTERIES

d8 Trinket

- 1 A tuning fork that hums with the sound of the creation forge it was pulled from
- 2 A bent platter engraved with an open eye, and the character's name around it
- 3 A metal ingot inscribed with several glowing sigils like ghulras; new sigils appear infrequently
- 4 Three pieces of a shattered docent that hover close to each other
- 5 A pauldron scored with the symbol of the Lord of Blades in a knighting ceremony
- 6 A cracked and discarded faceplate of a reformed

CREDITS

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Special Thanks: Will Brolley—your help with bringing Esma to life is invaluable and I thank you for your time and input with Esma and her menagerie of oddities; Laura Hirsbrunner—thank you always for your input and assistance, my creations wouldn't be the same without you.

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